

## TFT LCD Preliminary Specification

### MODEL NO.: N121IB - L05

Customer: \_\_\_\_\_

Approved by: \_\_\_\_\_

Note:

| 記錄                         | 工作                   | 審核                               | 角色       | 投票     |
|----------------------------|----------------------|----------------------------------|----------|--------|
| 2009-02-26<br>09:55:18 CST | PMMD III<br>Director | annie_hsu(徐凡琇<br>/56522 / 54873) | Director | Accept |

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REVISION HISTORY

| Version | Date          | Page (New) | Section | Description                                 |
|---------|---------------|------------|---------|---|
| 1.0     | Feb. 16, 2009 | All        | All     | Preliminary specification was first issued. |

## 1. GENERAL DESCRIPTION

### 1.1 OVERVIEW

N121IB - L05 is a 12.1" TFT Liquid Crystal Display module with LED Backlight unit and 30 pins LVDS interface. This module supports 1280 x 800 WXGA mode and can display 262,144 colors. The optimum viewing angle is at 6 o'clock direction. The converter module for Backlight is built in.

### 1.2 FEATURES

- VESA Standard
- WXGA (1280 x 800 pixels) resolution
- 3.3V LVDS (Low Voltage Differential Signaling) interface with 1 pixel/clock
- Meet RoHS requirement
- LED Backlight

### 1.3 APPLICATION

- TFT LCD Notebook

### 1.4 GENERAL SPECIFICATIONS

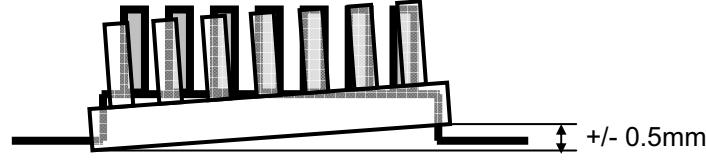
| Item               | Specification                           | Unit  | Note |
|--------------------|---|-------|------|
| Active Area        | 261.12 (H) x 163.2 (V) (12.1" diagonal) | mm    | (1)  |
| Bezel Opening Area | 263.67 (H) x 165.75 (V)                 | mm    |      |
| Driver Element     | a-si TFT active matrix                  | -     | -    |
| Pixel Number       | 1280 x R.G.B. x 800                     | pixel | -    |
| Pixel Pitch        | 0.204 (H) x 0.204 (V)                   | mm    | -    |
| Pixel Arrangement  | RGB vertical stripe                     | -     | -    |
| Display Colors     | 262,144                                 | color | -    |
| Transmissive Mode  | Normally white                          | -     | -    |
| Surface Treatment  | Hard coating (3H), Anti-glare type      | -     | -    |

### 1.5 MECHANICAL SPECIFICATIONS

| Item                            | Min.   | Typ.  | Max.  | Unit  | Note |
|---------------------------------|--|-------|-------|-------|------|
| Module Size                     | Horizontal(H)  | 275.3 | 275.8 | 276.3 | mm   |
|                                 | Vertical(V)  | 177.4 | 178   | 178.6 | mm   |
|                                 | Depth(D)   | ---   | 5.0   | 5.3   | mm   |
| Weight                          | ---  | 285   | 295   | g     | -    |
| I/F connector mounting position | The mounting inclination of the connector makes the screen center within ±0.5mm as the horizontal. |       | (2)   |       |      |

Note (1) Please refer to the attached drawings for more information of front and back outline dimensions.

Note (2) Connector mounting position



## 2. ABSOLUTE MAXIMUM RATINGS

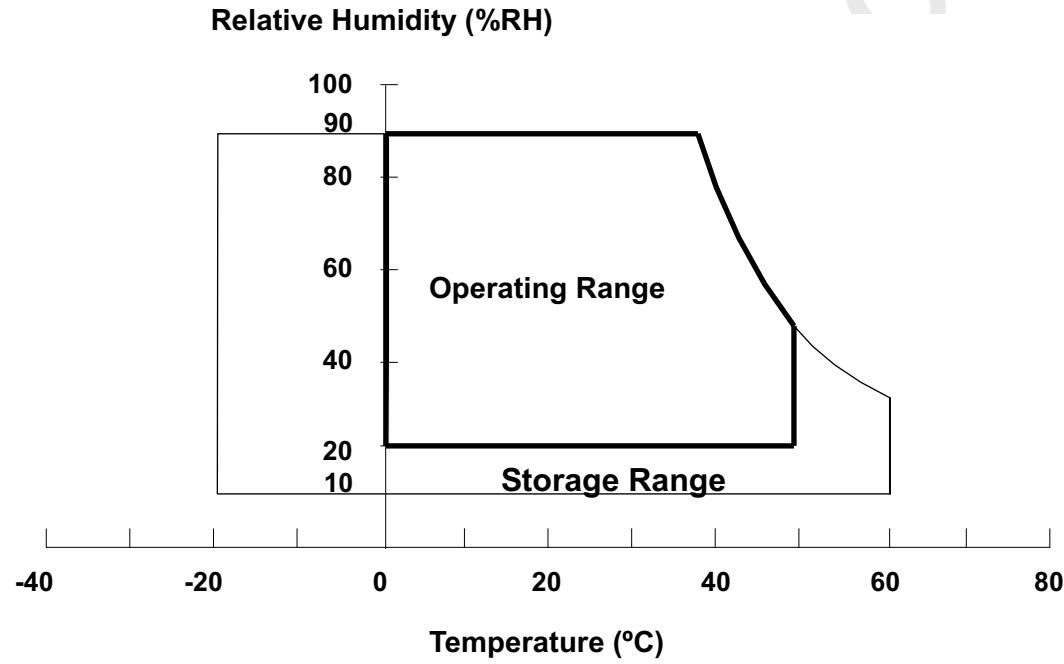
### 2.1 ABSOLUTE RATINGS OF ENVIRONMENT

| Item                          | Symbol    | Value |       | Unit | Note     |
|-------------------------------|-----------|-------|-------|------|----------|
|                               |           | Min.  | Max.  |      |          |
| Storage Temperature           | $T_{ST}$  | -20   | +60   | °C   | (1)      |
| Operating Ambient Temperature | $T_{OP}$  | 0     | +50   | °C   | (1), (2) |
| Shock (Non-Operating)         | $S_{NOP}$ | -     | 220/2 | G/ms | (3), (5) |
| Vibration (Non-Operating)     | $V_{NOP}$ | -     | 1.5   | G    | (4), (5) |

Note (1) Temperature and relative humidity range is shown in the figure below.

- (a) 90 %RH Max. ( $T_a \leq 40$  °C).
- (b) Wet-bulb temperature should be 39 °C Max. ( $T_a > 40$  °C).
- (c) No condensation.

Note (2) The temperature of panel display surface area should be 0 °C Min. and 60 °C Max.

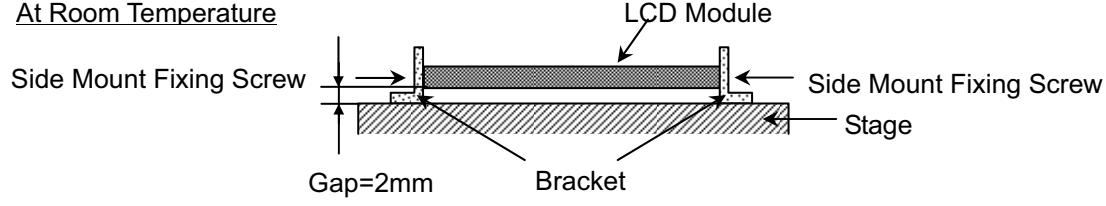


Note (3) 1 time for  $\pm X, \pm Y, \pm Z$ . for Condition (220G / 2ms) is half Sine Wave,

Note (4) 10 ~ 500 Hz, 0.5 Hr / Cycle, 1 cycles for each X, Y, Z.

Note (5) At testing Vibration and Shock, the fixture in holding the module has to be hard and rigid enough so that the module would not be twisted or bent by the fixture.

The fixing condition is shown as below:



## 2.2 ELECTRICAL ABSOLUTE RATINGS

### 2.2.1 TFT LCD MODULE

| Item                 | Symbol   | Value |              | Unit | Note |
|----------------------|----------|-------|--------------|------|------|
|                      |          | Min.  | Max.         |      |      |
| Power Supply Voltage | $V_{CC}$ | -0.3  | +4.0         | V    | (1)  |
| Logic Input Voltage  | $V_{IN}$ | -0.3  | $V_{CC}+0.3$ | V    |      |

### 2.2.2 BACKLIGHT UNIT

| Item                               | Symbol | Value |      | Unit | Note     |
|------------------------------------|--------|-------|------|------|----------|
|                                    |        | Min.  | Max. |      |          |
| LED Light Bar Power Supply Voltage | $V_L$  | -35   | 23.8 | V    | (1), (2) |
| LED Light Bar Power Supply Current | $I_L$  | 0     | 150  | mA   |          |

Note (1) Permanent damage to the device may occur if maximum values are exceeded. Function operation should be restricted to the conditions described under Normal Operating Conditions.

Note (2) Specified values are for LED (Refer to 3.2 for further information).

### 3. ELECTRICAL CHARACTERISTICS

#### 3.1 TFT LCD MODULE

T<sub>a</sub> = 25 ± 2 °C

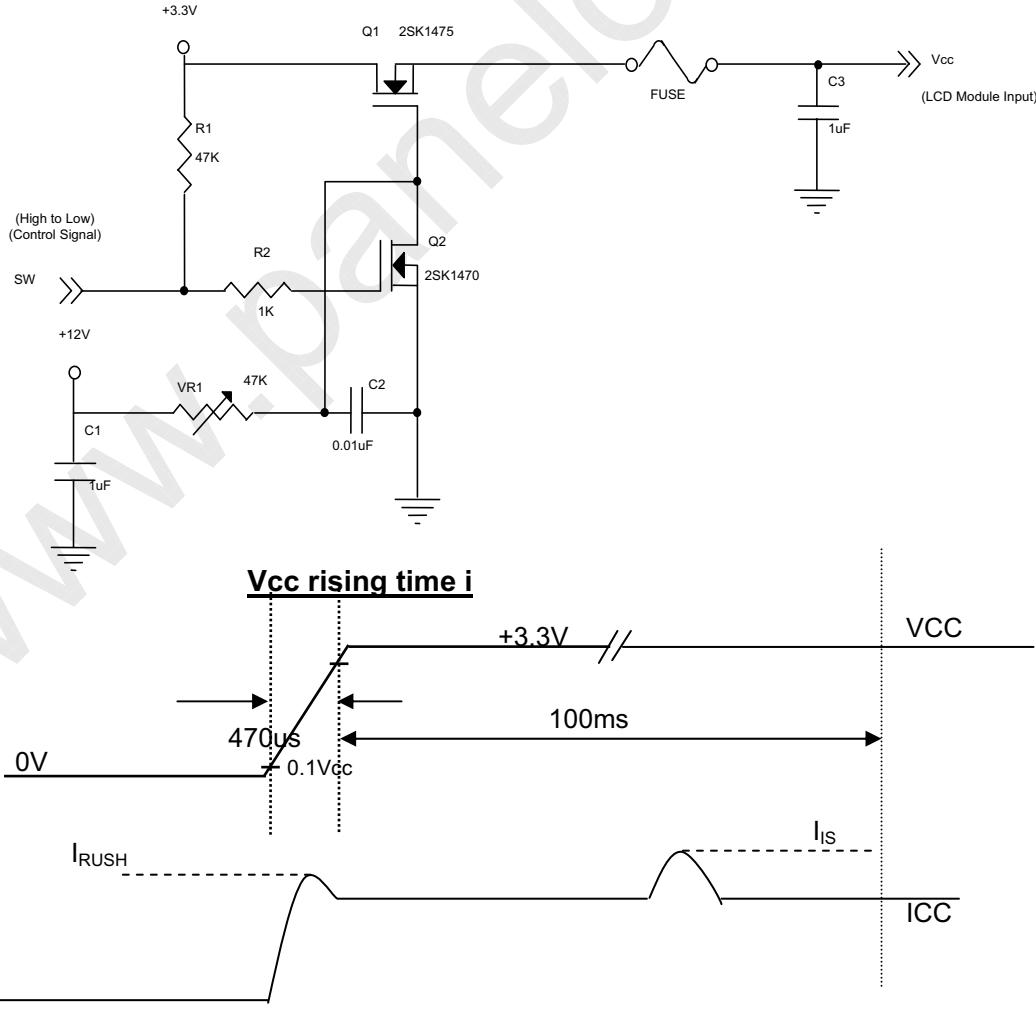
| Parameter                              | Symbol                | Value |       |       | Unit | Note                          |
|--|-----------------------|-------|-------|-------|------|-------------------------------|
|  |                       | Min.  | Typ.  | Max.  |      |                               |
| Power Supply Voltage                   | V <sub>CC</sub>       | 3.0   | 3.3   | 3.6   | V    | -                             |
| Permissive Ripple Voltage              | V <sub>RP</sub>       |       |       | 100   | mV   | -                             |
| Rush Current                           | I <sub>RUSH</sub>     |       |       | 1.5   | A    | (2)                           |
| Initial Stage Current                  | I <sub>IS</sub>       |       |       | 1.0   | A    | (2)                           |
| Power Supply Current                   | I <sub>CC</sub>       | (240) | (280) | mA    | mA   | (3)a                          |
|  |                       |       |       |       |      | (3)b                          |
| LVDS Differential Input High Threshold | V <sub>TH(LVDS)</sub> | +100  |       |       | mV   | (5),<br>V <sub>CM</sub> =1.2V |
| LVDS Differential Input Low Threshold  | V <sub>TL(LVDS)</sub> |       |       | -100  | mV   | (5)<br>V <sub>CM</sub> =1.2V  |
| LVDS Common Mode Voltage               | V <sub>CM</sub>       | 1.125 |       | 1.375 | V    | (5)                           |
| LVDS Differential Input Voltage        | V <sub>ID</sub>       | 100   |       | 600   | mV   | (5)                           |
| Terminating Resistor                   | R <sub>T</sub>        |       | 100   |       | Ohm  |                               |
| Power per EBL WG                       | P <sub>EBL</sub>      |       | 1.693 |       | W    | (4)                           |

Note (1) The ambient temperature is T<sub>a</sub> = 25 ± 2 °C.

Note (2) I<sub>RUSH</sub>: the maximum current when VCC is rising

I<sub>IS</sub>: the maximum current of the first 100ms after power-on

Measurement Conditions: Shown as the following figure. Test pattern: black.



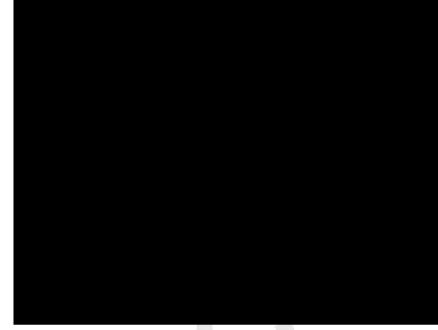
Note (3) The specified power supply current is under the conditions at  $V_{cc} = 3.3$  V,  $T_a = 25 \pm 2$  °C,  $f_v = 60$  Hz, whereas a power dissipation check pattern below is displayed.

a. White Pattern



Active Area

b. Black Pattern

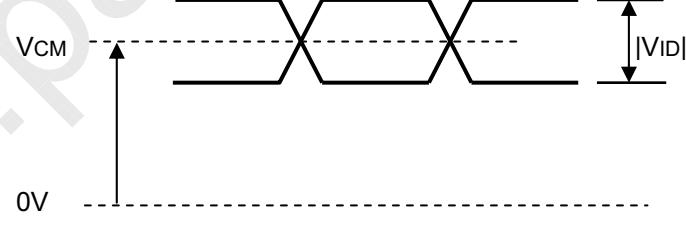
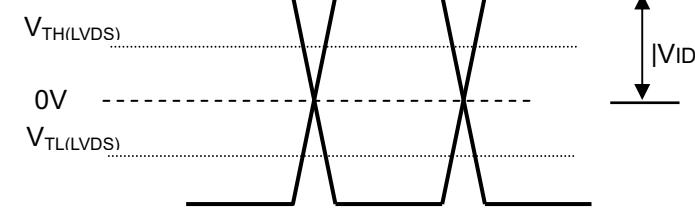


Active Area

Note (4) The specified power are the sum of LCD panel electronics input power and the converter input power. Test conditions are as follows.

- (a)  $V_{cc} = 3.3$  V,  $T_a = 25 \pm 2$  °C,  $f_v = 60$  Hz,
- (b) The pattern used is a black and white 32 x 36 checkerboard, slide #100 from the VESA file "Flat Panel Display Monitor Setup Patterns", FPDMSU.ppt.
- (c) Luminance: 60 nits.

Note (5) The parameters of LVDS signals are defined as the following figures.

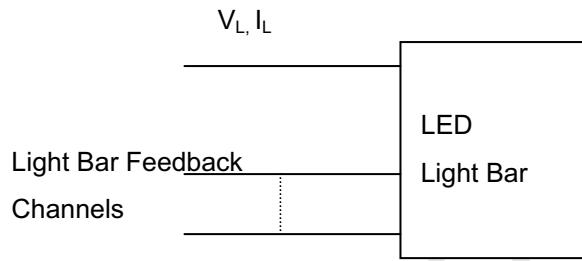
**Single Ended****Differential**

## 3.2 BACKLIGHT UNIT

 $T_a = 25 \pm 2 ^\circ C$ 

| Parameter                          | Symbol   | Value  |      |      | Unit     | Note                             |
|------------------------------------|----------|--------|------|------|----------|----------------------------------|
|                                    |          | Min.   | Typ. | Max. |          |                                  |
| LED light bar Power Supply Voltage | $V_L$    | 20.3   | 22.4 | 23.8 | $V_{dc}$ | (1), (2)                         |
| LED light bar Power Supply Current | $I_L$    | -      | 105  | 150  | mA       |                                  |
| LED Life Time                      | $L_{BL}$ | 12,000 | -    | -    | Hrs      | (4)                              |
| Power Consumption                  | $P_L$    | -      | 2.35 | --   | W        | (3), $I_L = 105mA$<br>Duty =100% |

Note (1) LED light bar configuration is shown as below:



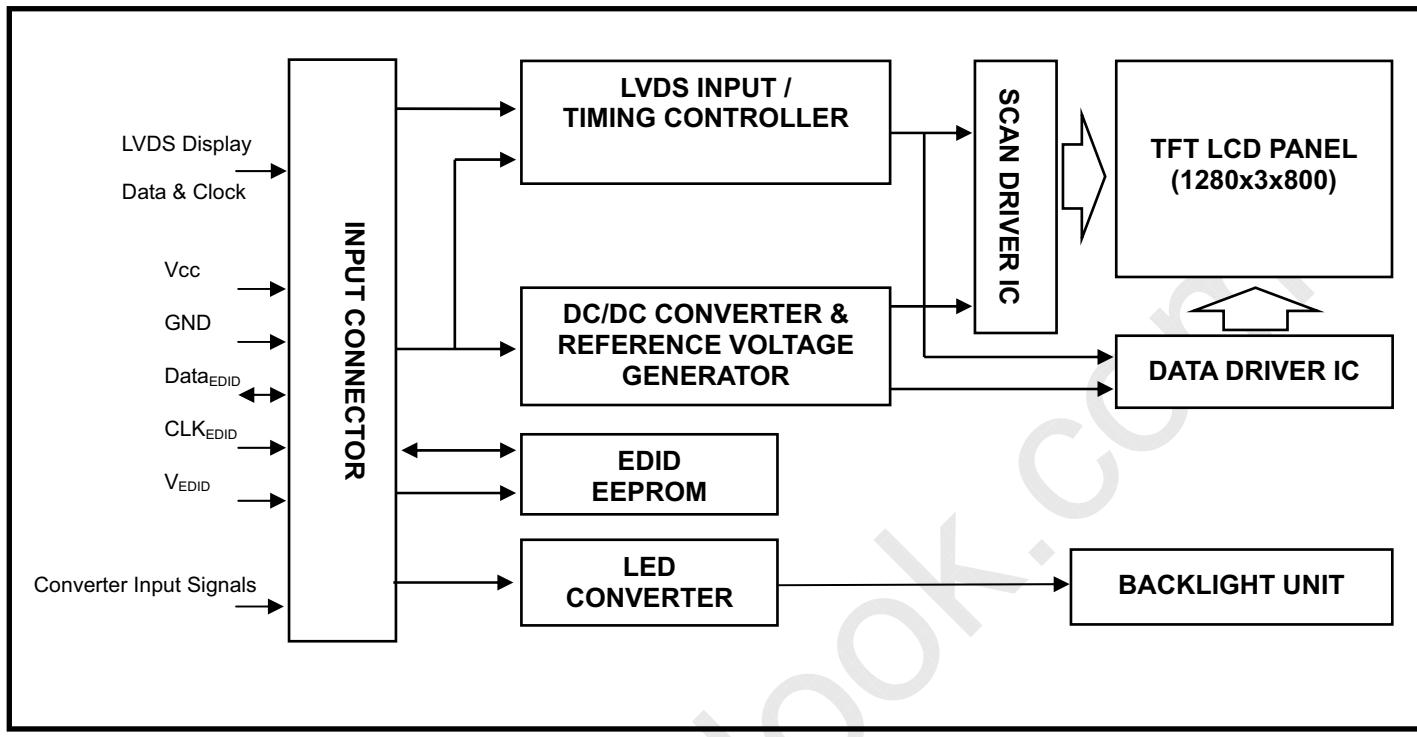
Note (2) For better LED light bar driving quality, it is recommended to utilize the adaptive boost converter with current balancing function to drive LED light-bar.

Note (3)  $P_L = I_L \times V_L$

Note (4) The lifetime of LED is defined as the time when it continues to operate under the conditions at  $T_a = 25 \pm 2 ^\circ C$  and  $I_L = 17.5 mA$ (Per EA) until the brightness becomes  $\leq 50\%$  of its original value.

## 4. BLOCK DIAGRAM

### 4.1 TFT LCD MODULE



## 5. INPUT TERMINAL PIN ASSIGNMENT

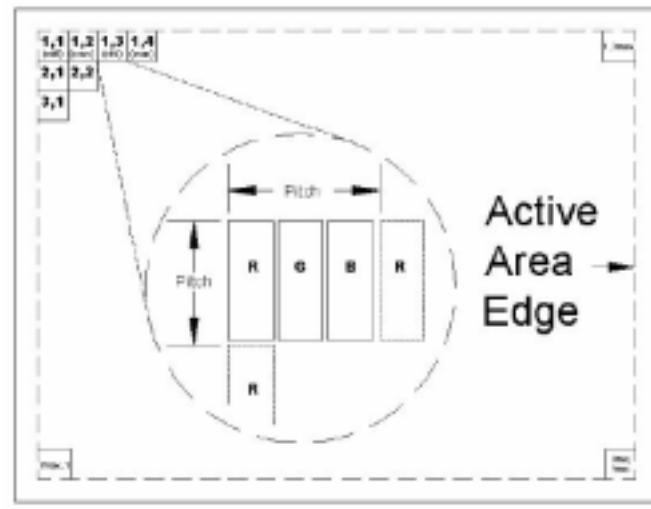
### 5.1 TFT LCD MODULE

| Pin | Symbol   | Description                                      | Polarity | Remark               |
|-----|----------|--|----------|----------------------|
| 1   | NC       | No Connection (Reserved for supplier)            |          | -                    |
| 2   | VCCS     | Power Supply, 3.3V (typical)                     |          | -                    |
| 3   | VCCS     | Power Supply, 3.3V (typical)                     |          | -                    |
| 4   | EE_VDD   | DDC 3.3V power                                   |          |                      |
| 5   | BIST     | Panel Self Test                                  |          |                      |
| 6   | EE_SC    | DDC Clock  |          |                      |
| 7   | EE_SD    | DDC Data   |          |                      |
| 8   | IRin0-   | - LVDS differential data input (R0-R5, G0)       | Negative | R0~R5,G0-            |
| 9   | IRn0+    | + LVDS differential data input (R0-R5, G0)       | Positive |                      |
| 10  | GND      | Ground   |          |                      |
| 11  | IRin1-   | - LVDS differential data input (G1-G5, B0-B1)    | Negative |                      |
| 12  | IRn1+    | + LVDS differential data input (G1-G5, B0-B1)    | Positive | G1~G5,B0,B1          |
| 13  | GND      | Ground   |          |                      |
| 14  | IRin2-   | - LVDS differential data input (B2-B5,HS,VS, DE) | Negative |                      |
| 15  | IRn2+    | + LVDS differential data input (B2-B5,HS,VS, DE) | Positive | B2~B5,Hsync,Vsync,DE |
| 16  | GND      | Ground   |          |                      |
| 17  | ICLK-    | - LVDS differential clock input                  | Negative |                      |
| 18  | ICLK+    | + LVDS differential clock input                  | Positive | LVDS Level           |
| 19  | GND      | Ground   | -        | -                    |
| 20  | GND      | Ground   | -        | -                    |
| 21  | GND      | Ground   |          |                      |
| 22  | GND      | Ground   |          |                      |
| 23  | GND      | Ground   |          |                      |
| 24  | NC       | No Connection                                    |          |                      |
| 25  | LED_VCCS | LED Power  |          |                      |
| 26  | LED_VCCS | LED Power  |          |                      |
| 27  | LED_VCCS | LED Power  |          |                      |
| 28  | LED_PWM  | PWM Control Signal of LED Converter              |          |                      |
| 29  | LED_EN   | Enable Control Signal of LED Converter           |          |                      |
| 30  | NC       | No Connection                                    |          |                      |

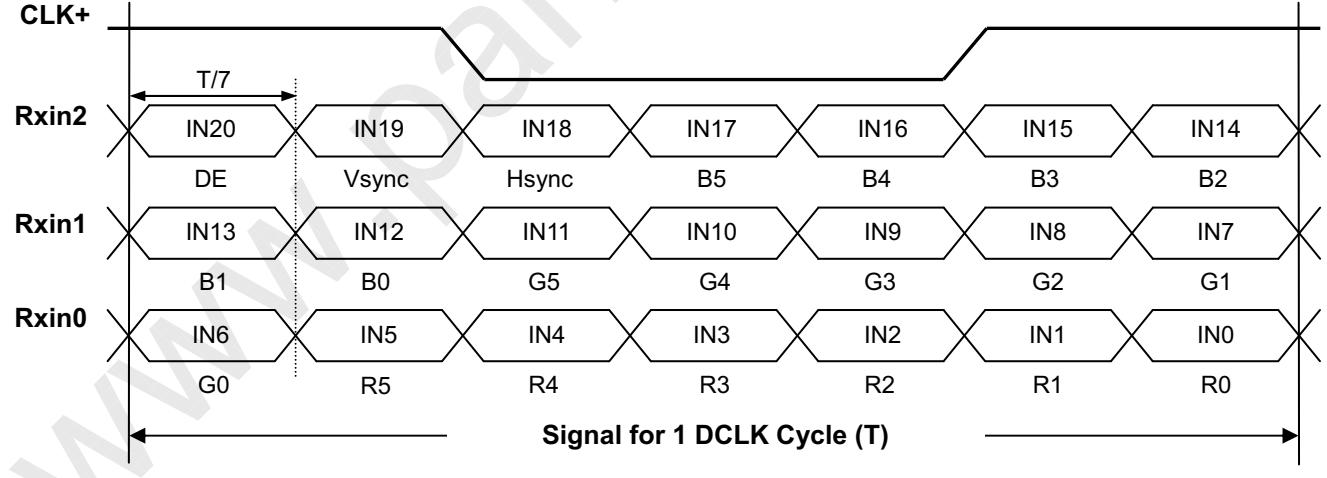
Note (1) Connector Part No.: FI-XB30SL-HF10 (JAE) or equivalent

Note (2) User's connector Part No: FI-XB30S-HF10 or equivalent

Note (3) The first pixel is odd as shown in the following figure.



## 5.2 TIMING DIAGRAM OF LVDS INPUT SIGNAL



### 5.3 COLOR DATA INPUT ASSIGNMENT

The brightness of each primary color (red, green and blue) is based on the 6-bit gray scale data input for the color. The higher the binary input, the brighter the color. The table below provides the assignment of color versus data input.

| Color               |               | Data Signal |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |   |   |
|---------------------|---------------|-------------|----|----|----|----|----|-------|----|----|----|----|----|------|----|----|----|----|----|---|---|
|                     |               | Red         |    |    |    |    |    | Green |    |    |    |    |    | Blue |    |    |    |    |    |   |   |
|                     |               | R5          | R4 | R3 | R2 | R1 | R0 | G5    | G4 | G3 | G2 | G1 | G0 | B5   | B4 | B3 | B2 | B1 | B0 |   |   |
| Basic Colors        | Black         | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Red           | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Green         | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Blue          | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1 |
|                     | Cyan          | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1 |
|                     | Magenta       | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1 |
|                     | Yellow        | 1           | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | White         | 1           | 1  | 1  | 1  | 1  | 1  | 1     | 1  | 1  | 1  | 1  | 1  | 1    | 1  | 1  | 1  | 1  | 1  | 1 | 1 |
| Gray Scale Of Red   | Red(0)/Dark   | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Red(1)        | 0           | 0  | 0  | 0  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Red(2)        | 0           | 0  | 0  | 0  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : | : |
|                     | Red(61)       | 1           | 1  | 1  | 1  | 0  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Red(62)       | 1           | 1  | 1  | 1  | 1  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Red(63)       | 1           | 1  | 1  | 1  | 1  | 1  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     |               |             |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |   |   |
| Gray Scale Of Green | Green(0)/Dark | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Green(1)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 1  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Green(2)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 1    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : | : |
|                     | Green(61)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 1  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Green(62)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Green(63)     | 0           | 0  | 0  | 0  | 0  | 0  | 1     | 1  | 1  | 1  | 1  | 1  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     |               |             |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |   |   |
| Gray Scale Of Blue  | Blue(0)/Dark  | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Blue(1)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 0 |
|                     | Blue(2)       | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 0  | 0  | 0  | 0  | 0  | 0 | 1 |
|                     | :             | :           | :  | :  | :  | :  | :  | :     | :  | :  | :  | :  | :  | :    | :  | :  | :  | :  | :  | : | : |
|                     | Blue(61)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 1  | 1  | 1  | 1  | 1  | 1 | 0 |
|                     | Blue(62)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 1  | 1  | 1  | 1  | 1  | 1 | 0 |
|                     | Blue(63)      | 0           | 0  | 0  | 0  | 0  | 0  | 0     | 0  | 0  | 0  | 0  | 0  | 0    | 1  | 1  | 1  | 1  | 1  | 1 | 1 |
|                     |               |             |    |    |    |    |    |       |    |    |    |    |    |      |    |    |    |    |    |   |   |

Note (1) 0: Low Level Voltage, 1: High Level Voltage

## 5.5 EDID DATA STRUCTURE

The EDID (Extended Display Identification Data) data formats are to support displays as defined in the VESA Plug & Display and FPDI standards.

| Byte #<br>(decimal) | Byte #<br>(hex) | Field Name and Comments                      | Value<br>(hex) | Value<br>(binary) |
|---------------------|-----------------|--|----------------|-------------------|
| 0                   | 0               | Header                                       | 00             | 00000000          |
| 1                   | 1               | Header                                       | FF             | 11111111          |
| 2                   | 2               | Header                                       | FF             | 11111111          |
| 3                   | 3               | Header                                       | FF             | 11111111          |
| 4                   | 4               | Header                                       | FF             | 11111111          |
| 5                   | 5               | Header                                       | FF             | 11111111          |
| 6                   | 6               | Header                                       | FF             | 11111111          |
| 7                   | 7               | Header                                       | 00             | 00000000          |
| 8                   | 8               | ID system manufacturer name (LSB)            | 30             | 00110000          |
| 9                   | 9               | ID system manufacturer name (MSB)            | AE             | 10101110          |
| 10                  | 0A              | ID system Product Code (LSB)                 | 11             | 00010001          |
| 11                  | 0B              | ID system Product Code (MSB)                 | 40             | 01000000          |
| 12                  | 0C              | ID Serial Number (32-bit serial number)      | 00             | 00000000          |
| 13                  | 0D              | ID Serial Number (32-bit serial number)      | 00             | 00000000          |
| 14                  | 0E              | ID Serial Number (32-bit serial number)      | 00             | 00000000          |
| 15                  | 0F              | ID Serial Number (32-bit serial number)      | 00             | 00000000          |
| 16                  | 10              | Week of Manufacture                          | 05             | 00000101          |
| 17                  | 11              | Year of Manufacture                          | 13             | 00010011          |
| 18                  | 12              | EDID Structure version                       | 01             | 00000001          |
| 19                  | 13              | EDID Revision                                | 03             | 00000011          |
| 20                  | 14              | Video Input Definition                       | 80             | 10000000          |
| 21                  | 15              | Max H image size ("26.112cm")                | 1A             | 00011010          |
| 22                  | 16              | Max V image size ("16.575cm")                | 11             | 00010001          |
| 23                  | 17              | Display gamma (gamma x 100)-100, (Gamma 2.2) | 78             | 01111000          |
| 24                  | 18              | Feature support                              | EA             | 11101010          |
| 25                  | 19              | Rx1 Rx0 Ry1 Ry0 Gx1 Gx0 Gy1 Gy0              | 61             | 01100001          |
| 26                  | 1A              | Bx1 Bx0 By1 By0 Wx1 Wx0 Wy1 Wy0              | C5             | 11000101          |
| 27                  | 1B              | Rx=0.560                                     | 8F             | 10001111          |
| 28                  | 1C              | Ry=0.350                                     | 59             | 01011001          |
| 29                  | 1D              | Gx=0.340                                     | 57             | 01010111          |
| 30                  | 1E              | Gy=0.560                                     | 8F             | 10001111          |
| 31                  | 1F              | Bx=0.159                                     | 28             | 00101000          |
| 32                  | 20              | By=0.137                                     | 23             | 00100011          |
| 33                  | 21              | Wx=0.313                                     | 50             | 01010000          |
| 34                  | 22              | Wy=0.329                                     | 54             | 01010100          |
| 35                  | 23              | Established Timing 1                         | 00             | 00000000          |
| 36                  | 24              | Established Timing 2                         | 00             | 00000000          |
| 37                  | 25              | Manufacturer's Timings                       | 00             | 00000000          |
| 38                  | 26              | Standard Timing Identification #1            | 01             | 00000001          |
| 39                  | 27              | Standard Timing Identification #1            | 01             | 00000001          |
| 40                  | 28              | Standard Timing Identification #2            | 01             | 00000001          |

|    |    |   |    |          |
|----|----|---|----|----------|
| 41 | 29 | Standard Timing Identification #2   | 01 | 00000001 |
| 42 | 2A | Standard Timing Identification #3   | 01 | 00000001 |
| 43 | 2B | Standard Timing Identification #3   | 01 | 00000001 |
| 44 | 2C | Standard Timing Identification #4   | 01 | 00000001 |
| 45 | 2D | Standard Timing Identification #4   | 01 | 00000001 |
| 46 | 2E | Standard Timing Identification #5   | 01 | 00000001 |
| 47 | 2F | Standard Timing Identification #5   | 01 | 00000001 |
| 48 | 30 | Standard Timing Identification #6   | 01 | 00000001 |
| 49 | 31 | Standard Timing Identification #6   | 01 | 00000001 |
| 50 | 32 | Standard Timing Identification #7   | 01 | 00000001 |
| 51 | 33 | Standard Timing Identification #7   | 01 | 00000001 |
| 52 | 34 | Standard Timing Identification #8   | 01 | 00000001 |
| 53 | 35 | Standard Timing Identification #8   | 01 | 00000001 |
| 54 | 36 | Detailed timing description # 1 60Hz Timing Pixel clock ("69.3MHz", According to VESA CVT Rev1.1)                                 | 12 | 00010010 |
| 55 | 37 | # 1 Pixel Clock (MSB) / (example: Pixel Clock / 10000)  | 1B | 00011011 |
| 56 | 38 | # 1 Horizontal Active ("1280")  | 00 | 00000000 |
| 57 | 39 | # 1 Horizontal Blanking ("132")   | 84 | 10000100 |
| 58 | 3A | # 1Horizontal Active : Horizontal Blanking ("1280 : 132")   | 50 | 01010000 |
| 59 | 3B | # 1Vertical Active ("800")  | 20 | 00100000 |
| 60 | 3C | # 1Vertical Blanking ("18")   | 12 | 00010010 |
| 61 | 3D | # 1Vertical Active : Vertical Blanking ("800 :18")  | 30 | 00110000 |
| 62 | 3E | # 1 Horizontal Sync. Offset ("40")  | 28 | 00101000 |
| 63 | 3F | # 1 Horizontal Sync Pulse Width ("26")  | 1A | 00011010 |
| 64 | 40 | # 1 Vertical Sync Offset : Sync Width ("3 :4")  | 34 | 00110100 |
| 65 | 41 | # 1 Horizontal Vertical Sync Offset/Width upper 2bits = 0   | 00 | 00000000 |
| 66 | 42 | # 1 Horizontal Image Size (260 mm)  | 04 | 00000100 |
| 67 | 43 | # 1 Vertical Image Size (170 mm)  | AA | 10101010 |
| 68 | 44 | # 1 Horizontal & Vertical Image Size (260:170)  | 10 | 00010000 |
| 69 | 45 | # 1 Horizontal Border = 0   | 00 | 00000000 |
| 70 | 46 | # 1 Vertical Border = 0   | 00 | 00000000 |
| 71 | 47 | # 1 Flags, Non-interlaced,Normal display,no stereo,Digital separate sync,H/V pol negatives  | 18 | 00011000 |
| 72 | 48 | Detailed timing description # 2 Slow Refresh Rate Timing Pixel clock ("57.75MHz", According to VESA CVT Rev1.1) Refresh Rate:50Hz | 8F | 10001111 |
| 73 | 49 | # 2 Slow Refresh Rate Pixel Clock (MSB) / (example: Pixel Clock / 10000)  | 16 | 00010110 |
| 74 | 4A | # 2 Horizontal Active ("1280")  | 00 | 00000000 |
| 75 | 4B | # 2 Horizontal Blanking ("132")   | 84 | 10000100 |
| 76 | 4C | # 2Horizontal Active : Horizontal Blanking ("1280 : 132")   | 50 | 01010000 |
| 77 | 4D | # 2Vertical Active ("800")  | 20 | 00100000 |
| 78 | 4E | # 2Vertical Blanking ("18")   | 12 | 00010010 |
| 79 | 4F | # 2Vertical Active : Vertical Blanking ("800 :18")  | 30 | 00110000 |
| 80 | 50 | # 2 Horizontal Sync. Offset ("40")  | 28 | 00101000 |
| 81 | 51 | # 2 Horizontal Sync Pulse Width ("26")  | 1A | 00011010 |
| 82 | 52 | # 2 Vertical Sync Offset : Sync Width ("3 :4")  | 34 | 00110100 |
| 83 | 53 | # 2 Horizontal Vertical Sync Offset/Width upper 2bits = 0   | 00 | 00000000 |
| 84 | 54 | # 2 Horizontal Image Size (260 mm)  | 04 | 00000100 |
| 85 | 55 | # 2 Vertical Image Size (170 mm)  | AA | 10101010 |

|     |    |  |    |          |
|-----|----|--|----|----------|
| 86  | 56 | # 2 Horizontal & Vertical Image Size (260:170)   | 10 | 00010000 |
| 87  | 57 | # 2 Horizontal Border = 0  | 00 | 00000000 |
| 88  | 58 | # 2 Vertical Border = 0  | 00 | 00000000 |
| 89  | 59 | # 2 Flags, Non-interlaced, Normal display, no stereo, Digital separate sync, H/V pol negatives | 18 | 00011000 |
| 90  | 5A | Flag   | 00 | 00000000 |
| 91  | 5B | Flag   | 00 | 00000000 |
| 92  | 5C | Flag   | 00 | 00000000 |
| 93  | 5D | Data Type Tag  | 0F | 00001111 |
| 94  | 5E | Flag   | 00 | 00000000 |
| 95  | 5F | Middle Refresh Rate #1 (Horizontal active pixels / 8 ) - 31                                    | 81 | 10000001 |
| 96  | 60 | Middle Refresh Rate #1 Image Aspect ratio (16 : 10)  | 0A | 00001010 |
| 97  | 61 | Middle Refresh Rate #1 Refresh Rate = 60Hz   | 3C | 00111100 |
| 98  | 62 | Low Refresh Rate #2 (Horizontal active pixels / 8 ) - 31                                       | 81 | 10000001 |
| 99  | 63 | Low Refresh Rate #2 Image Aspect ratio(16 : 10)  | 0A | 00001010 |
| 100 | 64 | Low Refresh Rate #2 Refresh Rate=50Hz  | 32 | 00110010 |
| 101 | 65 | Brightness(220 /10 nit)  | 16 | 00010110 |
| 102 | 66 | Feature flag   | 09 | 00001001 |
| 103 | 67 | Reserved   | 00 | 00000000 |
| 104 | 68 | LCD Supplier manufacturer code   | 0D | 00001101 |
| 105 | 69 | LCD Supplier manufacturer code, (Hex, LSB first)   | AF | 10101111 |
| 106 | 6A | LCD Supplier Product code  | 33 | 00110011 |
| 107 | 6B | LCD Supplier Product code (Hex, LSB first)   | 12 | 00010010 |
| 108 | 6C | Flag   | 00 | 00000000 |
| 109 | 6D | Flag   | 00 | 00000000 |
| 110 | 6E | Flag   | 00 | 00000000 |
| 111 | 6F | Data Type Tag  | FE | 11111110 |
| 112 | 70 | Flag   | 00 | 00000000 |
| 113 | 71 | Model Name (N121IB6-L06, 1st character, "N")   | 4E | 01001110 |
| 114 | 72 | Model Name (N121IB6-L06, 2st character, "1")   | 31 | 00110001 |
| 115 | 73 | Model Name (N121IB6-L06, 3st character, "2")   | 32 | 00110010 |
| 116 | 74 | Model Name (N121IB6-L06, 4st character, "1")   | 31 | 00110001 |
| 117 | 75 | Model Name (N121IB6-L06, 5st character, "I")   | 49 | 01001001 |
| 118 | 76 | Model Name (N121IB6-L06, 6st character, "B")   | 42 | 01000010 |
| 119 | 77 | Model Name (N121IB6-L06, 7st character, "-")   | 2D | 00101101 |
| 120 | 78 | Model Name (N121IB6-L06, 8st character, "L")   | 4C | 01001100 |
| 121 | 79 | Model Name (N121IB6-L06, 9st character, "0")   | 30 | 00110000 |
| 122 | 7A | Model Name (N121IB6-L06, 10st character, "5")  | 35 | 00110101 |
| 123 | 7B | Model Name (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)         | 0A | 00001010 |
| 124 | 7C | Model Name (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)         | 20 | 00100000 |
| 125 | 7D | Model Name (If <13 char, then terminate with ASCII code 0Ah, set remaining char = 20h)         | 20 | 00100000 |
| 126 | 7E | Extension flag   | 00 | 00000000 |
| 127 | 7F | Checksum   | 9F | 10011111 |

## 6. CONVERTER SPECIFICATION

### 6.1 ABSOLUTE MAXIMUM RATINGS

| Symbol  | Ratings    |
|---------|------------|
| Vin     | 28V        |
| Gnd     | +/-0.3V    |
| PWM, EN | -0.3V~5.5V |

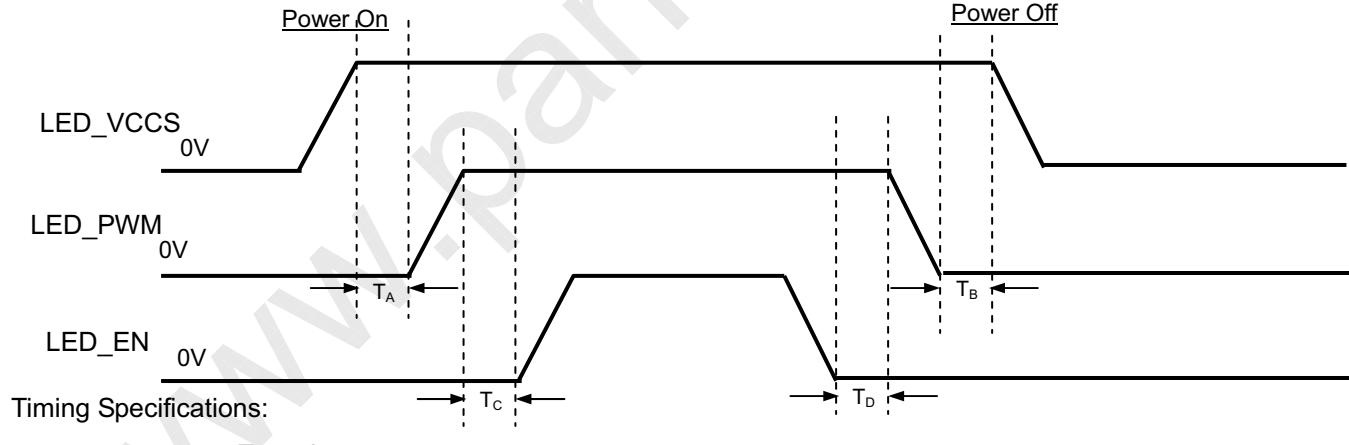
### 6.2 RECOMMENDED OPERATING RATINGS

| Parameter                            | Symbol               | Value |      |      | Unit | Note |
|--------------------------------------|----------------------|-------|------|------|------|------|
|                                      |                      | Min.  | Typ. | Max. |      |      |
| Converter Input power supply voltage | V <sub>in</sub>      | 6.0   | 12.0 | 20.0 | V    |      |
| EN Control Level                     | Backlight On         | 1.6   | ---  | 5.5  | V    |      |
|                                      | Backlight Off        | 0     | ---  | 0.8  | V    |      |
| PWM Control Level                    | PWM High Level       | 2.0   | ---  | 5.5  | V    |      |
|                                      | PWM Low Level        | 0     | ---  | 0.8  | V    |      |
| PWM Control Duty Ratio               |                      | 2     | ---  | 100  | %    |      |
| PWM Control Ripple Voltage           | V <sub>PWM_pp</sub>  | ---   | ---  | 100  | mV   |      |
| PWM Control Frequency                | f <sub>PWM</sub>     | 165   | ---  | 1000 | Hz   |      |
| LED Power Current                    | V <sub>in</sub> =6V  | 418   | 510  | 602  | mA   | (1)  |
|                                      | V <sub>in</sub> =12V | 209   | 255  | 301  | mA   | (1)  |
|                                      | V <sub>in</sub> =20V | 125   | 153  | 180  | mA   | (1)  |

Note (1) The specified LED power supply current is under the conditions at "LED\_VCCS = Min, Typ, Max",

T<sub>a</sub> = 25 ± 2 °C, f<sub>PWM</sub> = 200 Hz, Duty=100%.

### 6.3 LED BACKLIGHT CONTROL POWER SEQUENCE



Note (1) Please follow the LED backlight power sequence as above. If the customer could not follow, it might cause backlight flash issue during display ON/OFF or damage the LED backlight controller

## 7. INTERFACE TIMING

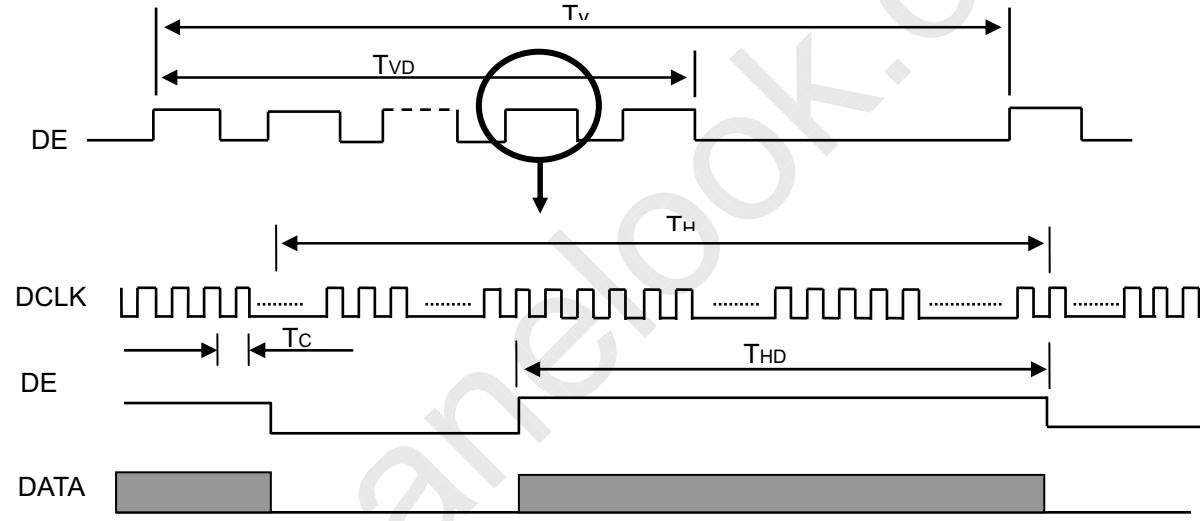
### 7.1 INPUT SIGNAL TIMING SPECIFICATIONS

The specifications of input signal timing are as the following table and timing diagram.

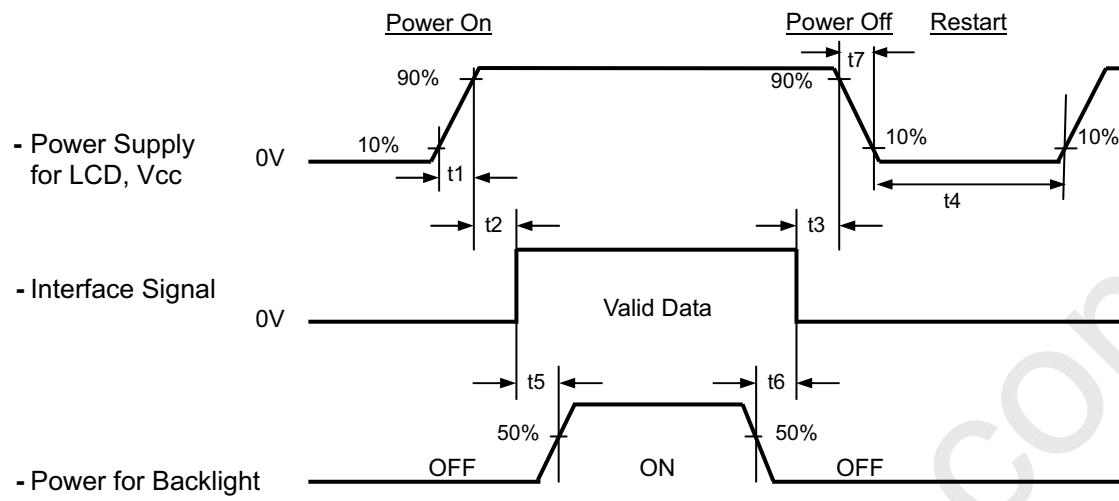
| Signal | Item                              | Symbol | Min.   | Typ. | Max.   | Unit | Note |
|--------|-----------------------------------|--------|--------|------|--------|------|------|
| DCLK   | Frequency                         | 1/Tc   | 65.835 | 69.3 | 72.765 | MHz  | -    |
| DE     | Vertical Total Time               | TV     | 802    | 818  | 1023   | TH   | -    |
|        | Vertical Active Display Period    | TVD    | 800    | 800  | 800    | TH   | -    |
|        | Vertical Active Blanking Period   | TVB    | TV-TVD | 18   | TV-TVD | TH   |      |
|        | Horizontal Total Time             | TH     | 1380   | 1412 | 1600   | Tc   | -    |
|        | Horizontal Active Display Period  | THD    | 1280   | 1280 | 1280   | Tc   | -    |
|        | Horizontal Active Blanking Period | THB    | TH-THD | 132  | TH-THD | Tc   | -    |

Note (1) Because this module is operated by DE only mode, Hsync and Vsync are ignored.

**INPUT SIGNAL TIMING DIAGRAM**



## 7.2 POWER ON/OFF SEQUENCE



### Timing Specifications:

$$0.5 \leq t_1 \leq 10 \text{ ms}$$

$$0 \leq t_2 \leq 50 \text{ ms}$$

$$0 \leq t_3 \leq 50 \text{ ms}$$

$$t_4 \geq 500 \text{ ms}$$

$$t_5 \geq 200 \text{ ms}$$

$$t_6 \geq 200 \text{ ms}$$

Note (1) Please follow the power on/off sequence described above. Otherwise, the LCD module might be damaged.

Note (2) Please avoid floating state of interface signal at invalid period. When the interface signal is invalid, be sure to pull down the power supply of LCD Vcc to 0 V.

Note (3) The Backlight converter power must be turned on after the power supply for the logic and the interface signal is valid. The Backlight converter power must be turned off before the power supply for the logic and the interface signal is invalid.

Note (4) Sometimes some slight noise shows when LCD is turned off (even backlight is already off). To avoid this phenomenon, we suggest that the Vcc falling time is better to follow  $50\mu\text{s} \leq t_7 \leq 10\text{ms}$ .

## 8. OPTICAL CHARACTERISTICS

### 8.1 TEST CONDITIONS

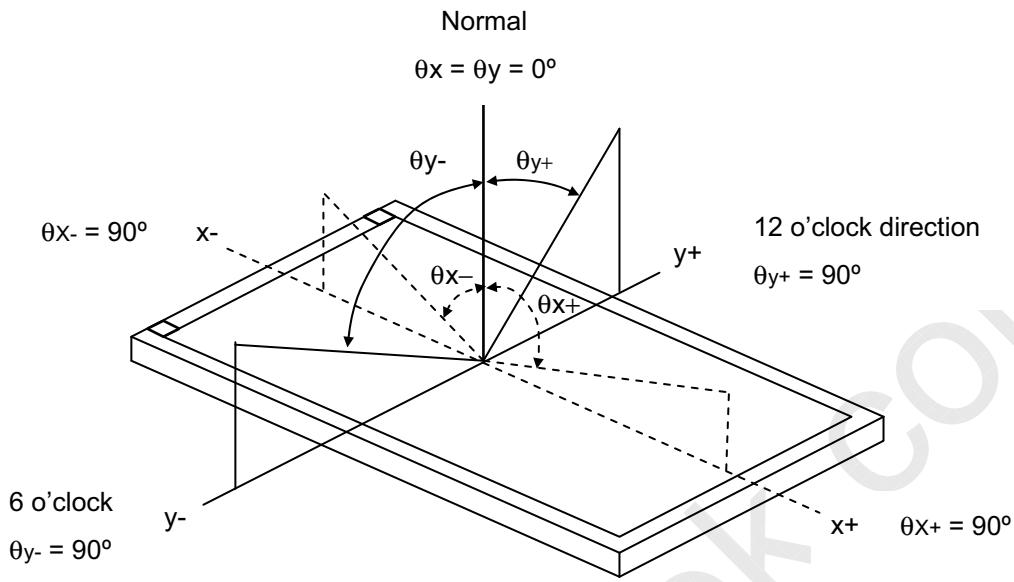
| Item                        | Symbol  | Value | Unit |
|-----------------------------|---|-------|------|
| Ambient Temperature         | T <sub>a</sub>  | 25±2  | °C   |
| Ambient Humidity            | H <sub>a</sub>  | 50±10 | %RH  |
| Supply Voltage              | V <sub>cc</sub>   | 3.3   | V    |
| Input Signal                | According to typical value in "3. ELECTRICAL CHARACTERISTICS" |       |      |
| LED Light Bar Input Current | I <sub>L</sub>  | 105   | mA   |

The measurement methods of optical characteristics are shown in Section 8.2. The following items should be measured under the test conditions described in Section 8.1 and stable environment shown in Note (5).

### 8.2 OPTICAL SPECIFICATIONS

| Item                    | Symbol           | Condition  | Min.  | Typ.      | Max.      | Unit              | Note     |
|-------------------------|------------------|--|-------|-----------|-----------|-------------------|----------|
| Contrast Ratio          | CR               | $\theta_x=0^\circ, \theta_y=0^\circ$<br>Viewing Normal Angle | 500   | 600       | -         | -                 | (2), (5) |
| Response Time           | T <sub>R</sub>   |  | -     | 3         | 8         | ms                | (3)      |
|                         | T <sub>F</sub>   |  | -     | 7         | 12        | ms                |          |
| Luminance of White (5P) | L <sub>AVE</sub> |  | 170   | 200       | -         | cd/m <sup>2</sup> | (4), (5) |
| White Variation (5P)    | δW               |  | --    | --        | 1.25      | %                 | (5), (6) |
| White Variation (13P)   | δW               |  | --    | --        | 1.66      | %                 | (5), (6) |
| Color Chromaticity      | Red              |  | 0.572 | Typ.-0.03 | Typ.+0.03 | -                 | (1), (5) |
|                         | Ry               |  | 0.360 |           |           | -                 |          |
|                         | Green            |  | 0.346 |           |           | -                 |          |
|                         | Gy               |  | 0.578 |           |           | -                 |          |
|                         | Blue             |  | 0.155 |           |           | -                 |          |
|                         | Bx               |  | 0.110 |           |           | -                 |          |
|                         | By               |  | 0.313 |           |           | -                 |          |
| Viewing Angle           | White            |  | 0.329 |           |           | -                 |          |
|                         | Horizontal       | θ <sub>x+</sub>  | 40    | 45        | -         | Deg.              | (1), (5) |
|                         |                  | θ <sub>x-</sub>  | 40    | 45        | -         |                   |          |
|                         | Vertical         | θ <sub>y+</sub>  | 15    | 20        | -         |                   |          |
|                         |                  | θ <sub>y-</sub>  | 40    | 45        | -         |                   |          |
|                         |                  | CR≥10  |       |           |           |                   |          |

Note (1) Definition of Viewing Angle ( $\theta_x$ ,  $\theta_y$ ):



Note (2) Definition of Contrast Ratio (CR):

The contrast ratio can be calculated by the following expression.

$$\text{Contrast Ratio (CR)} = L_{63} / L_0$$

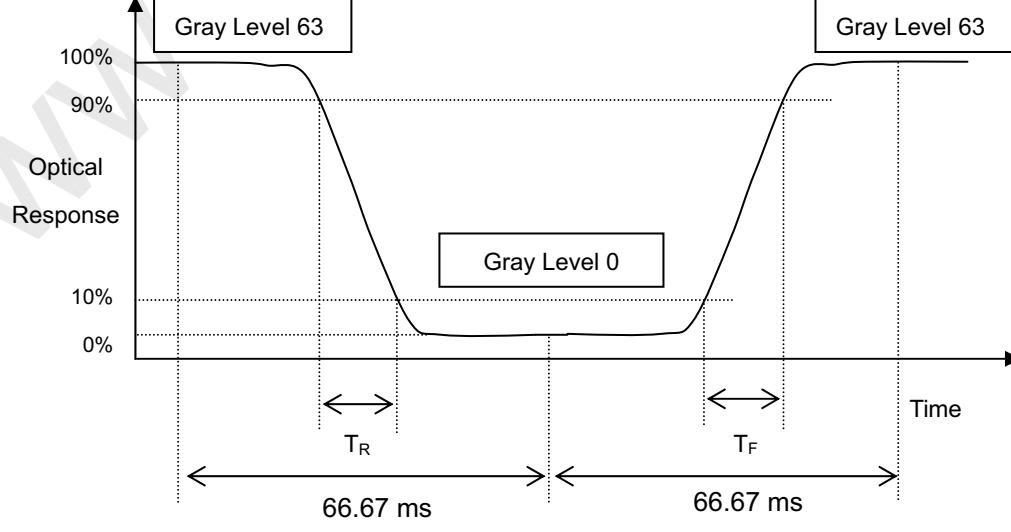
$L_{63}$ : Luminance of gray level 63

$L_0$ : Luminance of gray level 0

$$CR = CR(5)$$

CR (X) is corresponding to the Contrast Ratio of the point X at Figure in Note (6).

Note (3) Definition of Response Time ( $T_R$ ,  $T_F$ ) and measurement method:



Note (4) Definition of Average Luminance of White ( $L_{AVE}$ ):

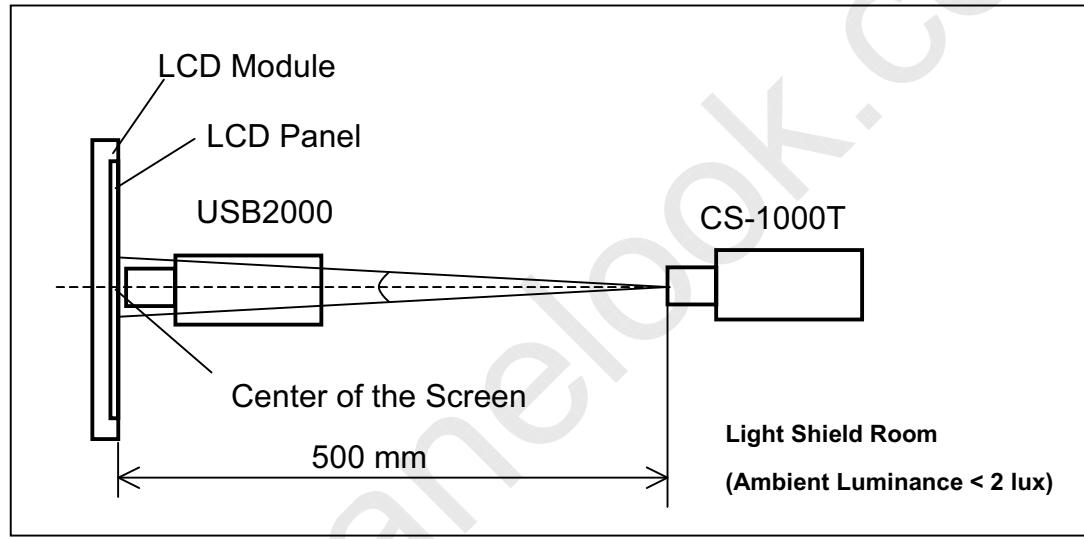
Measure the luminance of gray level 63 at 5 points

$$L_{AVE} = [L(1) + L(2) + L(3) + L(4) + L(5)] / 5$$

$L(x)$  is corresponding to the luminance of the point X at Figure in Note (6).

Note (5) Measurement Setup:

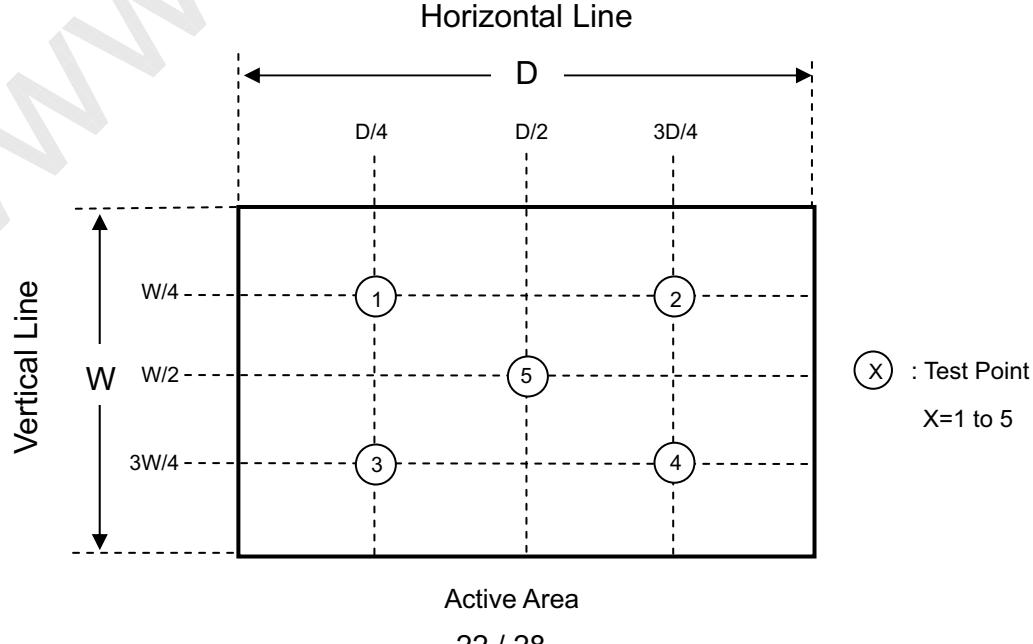
The LCD module should be stabilized at given temperature for 20 minutes to avoid abrupt temperature change during measuring. In order to stabilize the luminance, the measurement should be executed after lighting Backlight for 20 minutes in a windless room.



Note (6) Definition of White Variation ( $\delta W$ ):

Measure the luminance of gray level 63 at 5 points

$$\delta W = \text{Maximum } [L(1), L(2), L(3), L(4), L(5)] / \text{Minimum } [L(1), L(2), L(3), L(4), L(5)]$$



## 9. PRECAUTIONS

### 9.1 ASSEMBLY AND HANDLING PRECAUTIONS

- (1) The module should be assembled into the system firmly by using every mounting hole. Be careful not to twist or bend the module.
- (2) While assembling or installing modules, it can only be in the clean area. The dust and oil may cause electrical short or damage the polarizer.
- (3) Use fingerstalls or soft gloves in order to keep display clean during the incoming inspection and assembly process.
- (4) Do not press or scratch the surface harder than a HB pencil lead on the panel because the polarizer is very soft and easily scratched.
- (5) If the surface of the polarizer is dirty, please clean it by some absorbent cotton or soft cloth. Do not use Ketone type materials (ex. Acetone), Ethyl alcohol, Toluene, Ethyl acid or Methyl chloride. It might permanently damage the polarizer due to chemical reaction.
- (6) Wipe off water droplets or oil immediately. Staining and discoloration may occur if they left on panel for a long time.
- (7) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contacting with hands, legs or clothes, it must be washed away thoroughly with soap.
- (8) Protect the module from static electricity, it may cause damage to the C-MOS Gate Array IC.
- (9) Do not disassemble the module.
- (10) Do not pull or fold the lamp wire.
- (11) Pins of I/F connector should not be touched directly with bare hands.

### 9.2 SAFETY PRECAUTIONS

- (1) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with converter. Do not disassemble the module or insert anything into the Backlight unit.
- (2) If the liquid crystal material leaks from the panel, it should be kept away from the eyes or mouth. In case of contact with hands, skin or clothes, it has to be washed away thoroughly with soap.
- (3) After the module's end of life, it is not harmful in case of normal operation and storage.

### 9.3 OPERATION PRECAUTIONS

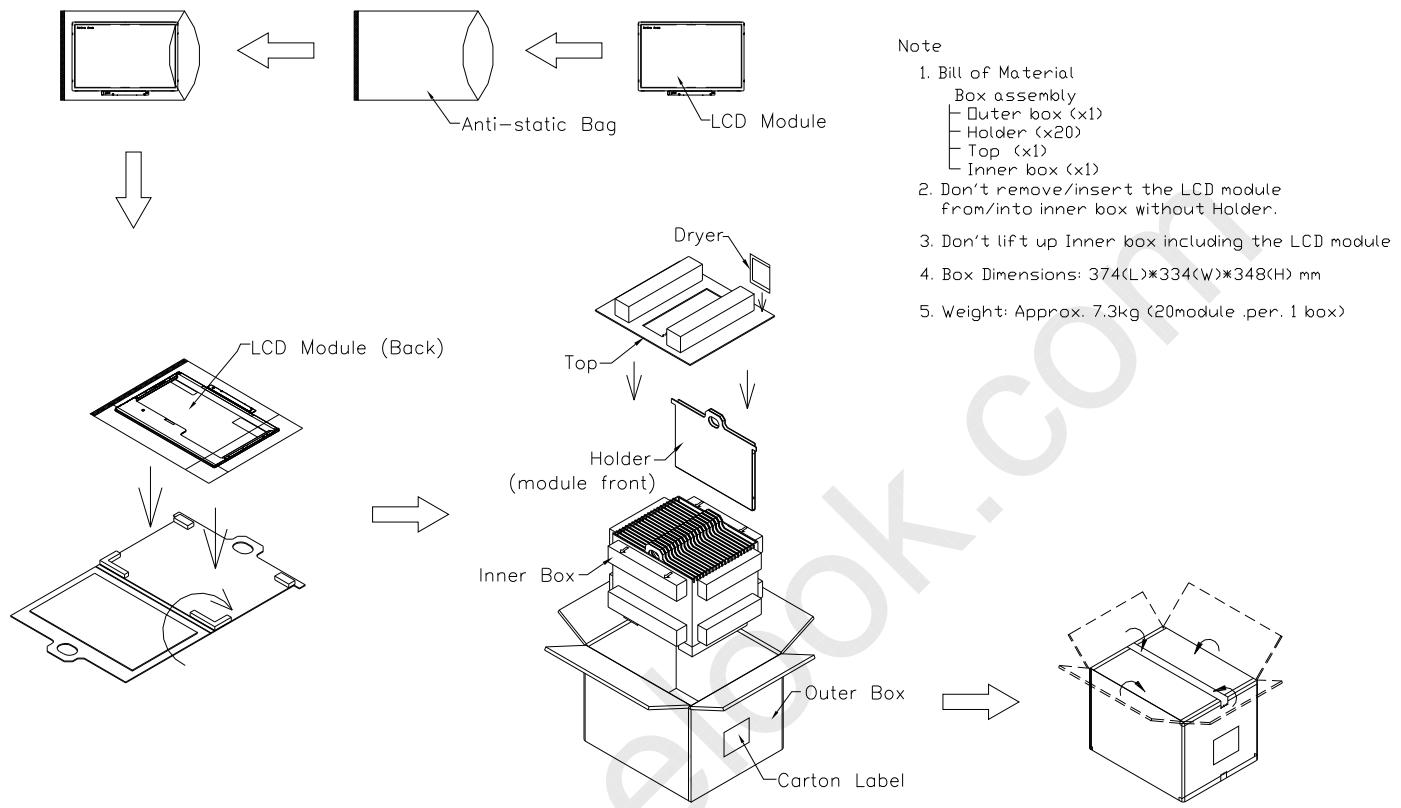
- (1) Do not pull the I/F connector in or out while the module is operating.
- (2) Always follow the correct power on/off sequence when LCD module is connecting and operating. This can prevent the CMOS LSI chips from damage during latch-up.
- (3) The startup voltage of Backlight is approximately 1000 Volts. It may cause electrical shock while assembling with converter. Do not disassemble the module or insert anything into the Backlight unit.

### 9.4 OTHER PRECAUTIONS

- (1) When fixed patterns are displayed for a long time, remnant image is likely to occur.

## 10. PACKAGING

### 10.1 CARTON



**Figure. 10-1 Packing method**

## 10.2 PALLET

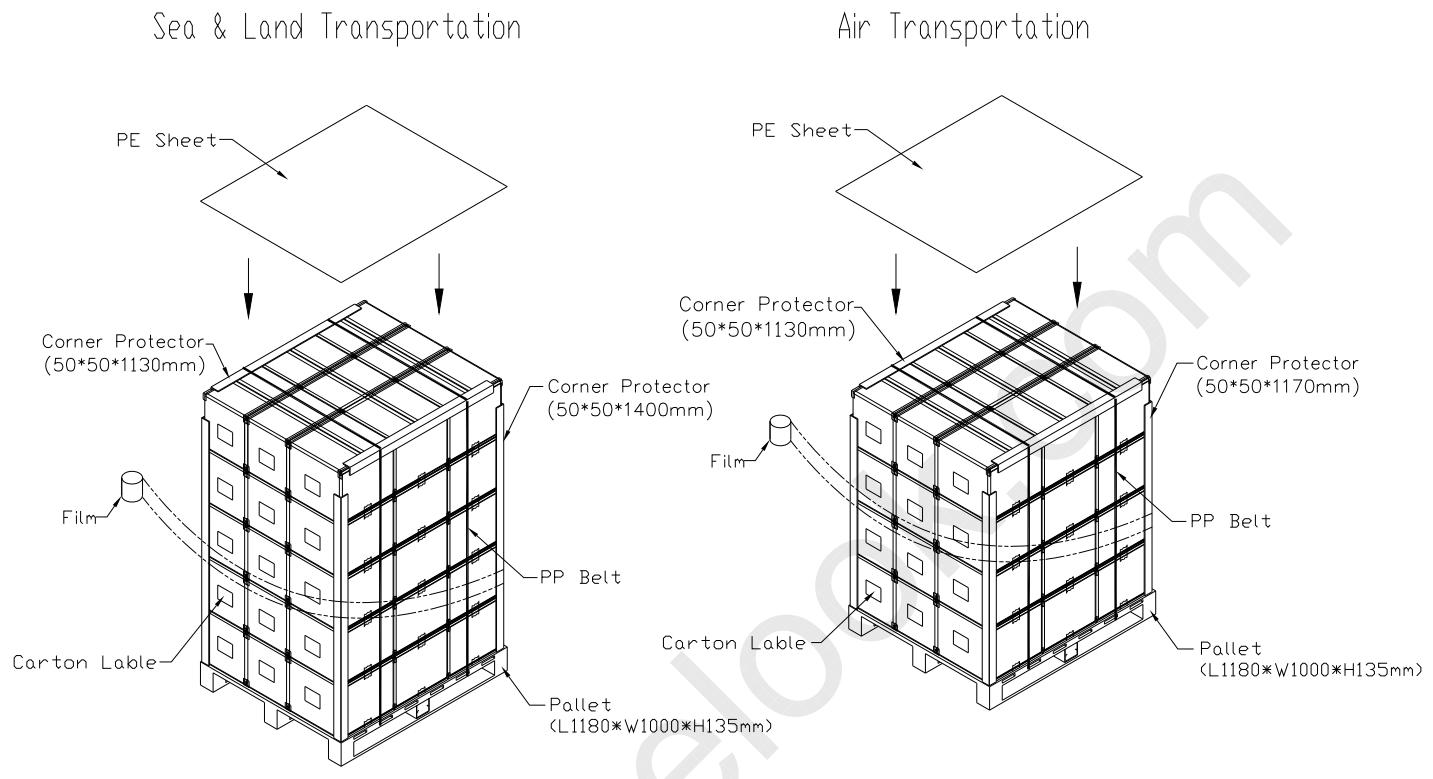


Figure. 10-2 Packing method

## 11. DEFINITION OF LABELS

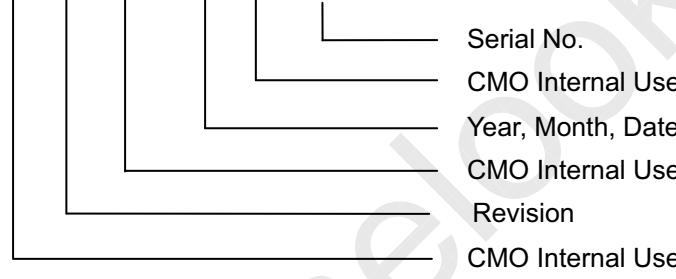
### 11.1 CMO MODULE LABEL

The barcode nameplate is pasted on each module as illustration, and its definitions are as following explanation.



- (a) Model Name: N121IB - L05
- (b) Revision: Rev. XX, for example: A1, ..., C1, C2 ...etc.

- (c) Serial ID: X X X X X X X Y M D X N N N N



- (d) Production Location: MADE IN China.
- (e) LEOO: UL compliance remarks for CMO NingBo site production. It won't be available when production location isn't CMO NingBo.

Serial ID includes the information as below:

- (a) Manufactured Date: Year: 1~9, for 2001~2009

Month: 1~9, A~C, for Jan. ~ Dec.

Day: 1~9, A~Y, for 1<sup>st</sup> to 31<sup>st</sup>, exclude I , O and U

- (b) Revision Code: cover all the change

- (c) Serial No.: Manufacturing sequence of product

For barcode content

**11S PPPPPP Z1Z HHH SSSSSS YMM**

- (a) 11S: Fixed characters.
- (b) PPPPPP (P/N): Customer part number 42T0714, fixed characters
- (c) Z1Z: Fixed characters.
- (d) HHH (Header Code): FWV
- (e) SSSSSS: Series number.
- (f) YMM: Y: The last character of year. MM: Month

## 11.2 CMO CARTON LABEL



